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Nintendo of America Inc.  
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.  
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NINTENDO DS<sup>TM</sup>



**INSTRUCTION BOOKLET**

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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**THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.**



Wireless DS  
Single-Card  
Download Play

**THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.**



Wireless DS  
Multi-Card  
Play

**THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.**

### NEED HELP PLAYING A GAME?

Nintendo's game pages, at [www.nintendo.com/games](http://www.nintendo.com/games), feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit [www.nintendo.com/community](http://www.nintendo.com/community).

If you don't have access to the web-site, recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.



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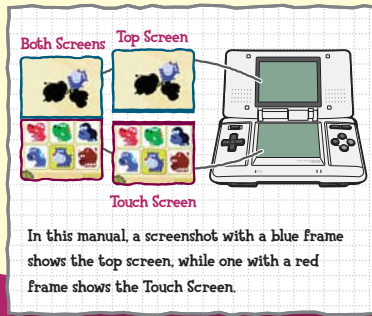
## How to Begin



Make sure that the Nintendo DS is turned off. (To turn the power on or off, press and hold **POWER**.) Insert your Big Brain Academy DS Card into the top slot of your DS system, then press until you hear a click..

Touch the Big Brain Academy panel on the DS Menu Screen.

If your system has been set to Auto Mode, you can skip this step. See the Nintendo DS instruction booklet for more information.



In this manual, a screenshot with a blue frame shows the top screen, while one with a red frame shows the Touch Screen.



## Controls

The game is controlled with the Touch Screen and a stylus.

(See the "Categories and Activities" section on Pgs. 10-15 for more information.)



Touch the timer to move it from the left to the right side of the screen.

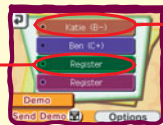
START

Press START to quit the game.

Close the Nintendo DS to activate Sleep Mode. This will reduce your battery consumption. If you activate sleep mode while answering a question, the game will return to the Select Class screen.

## Homeroom

Touch the title screen to enter the Homeroom - where you can create save files. Touch an empty slot to start a new file, or touch a name to continue a previously saved game.



### Continuing a Game

Touching a name will take you to the Select Class screen (Pg. 6).



Return to the previous screen.



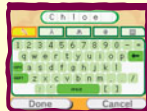
Options See page 16.



Touch this icon to scroll through text. It will only appear when there is more text to see.

### Starting a New File

If you touch the button marked "Register", you can enter your name and create a new file. You'll return to the Homeroom screen when registration is complete.



### Playing and Sending Demos

- Demo lets you take a sample test (Pg. 6).
- You don't need to register to play a demo.
- Each category (Pg. 10) of the test will take 30 seconds.
- **Test results will not be saved.**
- Use Send Demo to give a demo to a friend wirelessly.





# The Classes



Big Brain Academy has three classes. Each one is designed to help you increase the weight of your mighty brain and also have fun along the way! Simply touch a class to access it.

See page 8 for information about Versus.

Playing Solo

## Test! (How Big Is YOUR Brain?)



When you take the test, it gives you a score that represents your brain's weight. Tests consist of one activity from each category, and each activity takes sixty seconds. Touch "Start" to begin a test.

Average score (white line)

High score (yellow line)



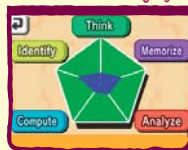
When you have finished the test, you will see your brain weight, brain type, and a letter grade.

Playing Solo

## Practice! (Work on Activities)

Practice mode lets you work on activities at your own pace. Use it to improve at activities that are giving you trouble, or to get even better at ones where you excel. Each activity has three difficulty levels: Easy, Normal, and Hard.

Choose a category



Choose an activity



Choose a difficulty level



When you finish, the percentage of correct answers will appear, as well as your brain weight and actual score. You will be awarded a gold, silver, or bronze medal based on your performance.

**Continue** Return to category selection

**Try Again** Play same activity again



Review questions that you missed.

Medal



2-8  
Players

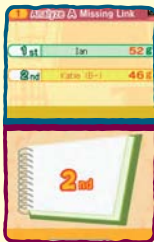
## Versus! (Challenge Your Friends with One DS Card)

Compete against friends to see who has the biggest brain!

### Versus rules

- The first player to answer correctly earns ten grams. If another person answers correctly before the timer reaches zero, he or she will get a slightly lower score (depending on how many players are participating). If you miss a question, the game subtracts grams from your score.
- The first person to reach 300 grams is the winner.
- If you want a shorter game, you can set a different target weight.
- You can turn the timer on or off. Turning it on lets all players answer a question, while turning it off ends a question as soon as one person gets the correct answer.

A results screen that shows the total score of each player will appear after each activity. The player with the lowest score will choose the next activity from the following screen.



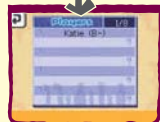
Note that you can't quit out of a Versus class.

## Starting Versus

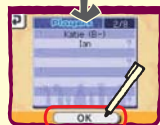
P1 (Parent Unit)



Touch "Form a Group."



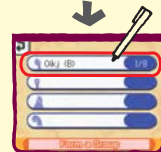
Player entry screen



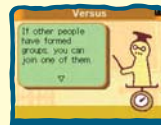
When you see the names of all players, touch "OK."

P2 - P8 (Child Units)

DS Wireless Play  
(with multiple DS Cards)



Touch the name of the player who formed the group.

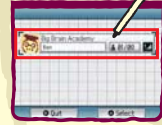


Wait until P1 touches "OK"

DS Download Play  
(with one DS Card)



Touch "DS Download Play" on the DS Menu Screen.



Touch "Big Brain Academy." (Downloading may take up to one minute.)

\* You can play Versus with a combination of DS Download and DS Wireless Play.

When the download is finished, select a question and begin!



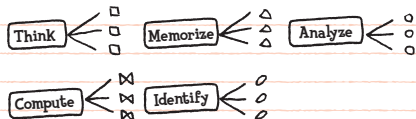
# Categories and Activities

The Big Brain Academy will work your brain in five categories. This section explains the activities in each category.



## Get Ready!!

- Each category contains three different activities. The five categories are as follows:



- The Test class automatically selects one activity from each category.
- You can choose your category and activity in Practice and Versus classes.
- The ★ icon on the Touch Screen indicates the difficulty level of a question. The more ★ you see, the more difficult a question is.

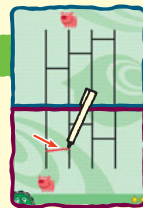
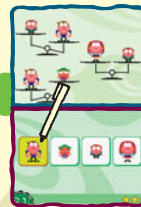


## Think

(Logic-themed questions)

### A. Heavyweight

Examine the pictures on the top screen, then tap the heaviest character on the Touch Screen.



### B. Pathfinder

The animals move from the top to the bottom of the screen and make a turn each time they reach a corner. Draw a line on the Touch Screen to help them meet up.

### C. Bone Yard

The arrows on the top screen show how objects on the Touch Screen will move. Examine the arrows, then drop a bone on the square where the dog will land. Sometimes blocks will move and push the dog.





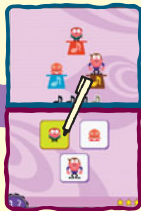


## Memorize

(Memory-themed questions)

### A. Sound Bites

Listen to the sounds that the characters make, then touch their pictures in the order that they made noise.



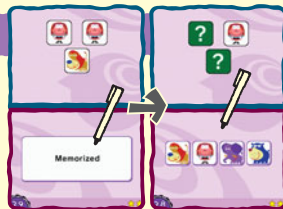
### B. Flash Memory

Memorize the numbers and symbols that flash on the top screen, then tap the same sequence into the number pad on the Touch Screen.



### C. Memo-random

Examine the cards on the top screen, then tap "Memorized" when you are confident you know them. When some of the cards flip over, tap the Touch Screen to identify them.



12

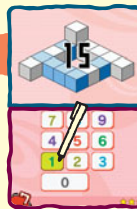
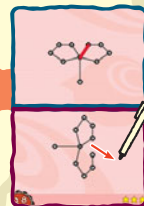


## Analyze

(Reason-based questions)

### A. Missing Link

Examine the picture on the top screen, then draw lines to connect the dots in the marked locations.



### B. Cube Game

Count the number of blocks on the top screen, then tap the Touch Screen to input your answer.

### C. Animal Lines

Examine the pattern on the top screen, then trace through the pattern on the Touch Screen.



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## Compute

(Math-themed questions)

### A. Coin-parison

The two panels on the Touch Screen show a variety of coins. Touch the panel with the greater dollar amount. You can press the A Button to turn the numerical values on or off.



### B. Add Agency

Count the number of figures on the top screen, then touch the two panels that add up to the same amount.



### C. Written Math

Solve the math problem and input your answer on the Touch Screen.



## Identify

(Visual-themed questions)

### A. Shadow Shift

Examine the moving silhouettes on the top screen, then tap the corresponding shapes on the Touch Screen. If you answer correctly, the silhouettes will reveal themselves.



### B. Get in Shape

Examine the shape on the top screen, then select the pieces used to build it on the Touch Screen. If you tap a matching piece, it will appear in the shape. You must locate every matching piece to pass.



### C. Matchmaker

Examine the pictures on the Touch Screen and tap the matching pairs. Some puzzles have more than one match.



## Game Settings



### Sound

Touch (<) or (>) to switch between "Surround," "Stereo," and "Headphones" settings.

### Erase Data

If you want to erase a single save file, touch Erase Data, then the name on the homeroom screen.

Once data is erased, it is gone forever.



This game uses an auto-save feature. Any time you make progress, the game automatically saves it to the file that you are using. (See the Homeroom section on Pg. 5 for more details.)

You can erase all data by pressing **A + B + X + Y + L + R** at the same time while the screen to the right is displayed. Be careful!

Once you erase data, it is gone forever!



## Establishing the DS Wireless Link (DS Wireless Play)

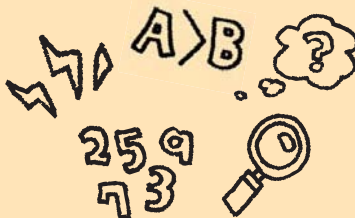
This section explains how to establish your DS wireless link for DS Wireless Play.

### What You Will Need:

Nintendo DS \_\_\_\_\_ One for each player  
Big Brain Academy Game Card \_\_\_\_\_ One for each player

### Steps

1. Make sure that all DS systems are turned off, then insert a Big Brain Academy Game Card into each system.
2. Turn on the power of all the systems. The DS Menu Screen will appear.
3. Touch the "Big Brain Academy" panel.
4. Follow the instructions on page 9.



## Establishing DS Wireless Link (DS Download Play)

This section explains how to establish the link for DS Download Play.

### What You Will Need:

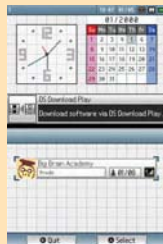
Nintendo DS systems \_\_\_\_\_ One for each player

Big Brain Academy Game Cards \_\_\_\_\_ One

You can enjoy Big Brain Academy even if you do not have enough DS Game Cards for all players.

### Steps for the host

1. Make sure that all DS systems are turned off, then insert a Big Brain Academy Game Card into the system.
2. Turn on the power of all the systems. The DS Menu Screen will appear.
3. Touch the "Big Brain Academy" panel.
4. Now follow the instructions on page 9.



Game-Selection Screen

### Steps for guests

1. Turn on the power of all the systems. The DS Menu Screen will appear.
2. Touch the "DS Download Play" panel. The game-selection screen will appear.
3. Touch the "Big Brain Academy" panel. The game-confirmation screen will appear.
4. When the correct software appears, touch "Yes". It will start the download process.
5. Please follow the instructions on page 9.



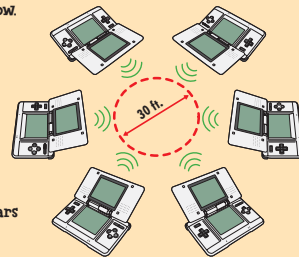
Game-Confirmation Screen

## Important Wireless Communication Guidelines:

Please be aware of the following concerning wireless link play:

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property. During wireless game play, an icon will appear on either the upper or lower displays showing the signal strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below.

No. of Bars	0	1	2	3
Strength	Weaker ← → Stronger			



- Begin with the distance between systems at about 30 feet or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 65 feet or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the DS systems.
- Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.



# Staff Credits

## General Producer

Takashi Tezuka

## Producer

Hiroyuki Kimura

## Director

Yoshinobu Tomoaki

## Assistant Director

Yoshikazu Yamashita

## Question Development

## System Programming

Toshikazu Kiuchi

## Sequence Programming

Hiroki Sotoike

## Link Programming

Takeshi Miyamoto

## Design Director

Hideki Fujii

## UI Design Director

Takahiro Hamaguchi

## UI Design

Hiroko Tsuji

Satoshi FuruKawa

Tomoaki Kuroume

## Music

Kenta Nagata

## Sound Programming

Toru Asakawa

## Level Design Director

Yusuke AKifusa

## Question Data Creation

Kiyoshi Ishibiki

Tetsuya Ohishi

Ryuichiro Sakima

Shoichiro Takeyoshi

Kenta Motokura

Takeshi Hosono

Kazumi Yamaguchi

Yasuhiko Matsuzaki

Atsushi Mishima

## Technical Support

Hironobu Kakui

Masahiro Takeguchi

## Progress Management

Keizo Kato

## North American Localization

Alan Averill

Thomas Connery

Scot Ritchey

## North American

## Localization Management

Jeff Miller

Leslie Swan

Bill Trinen

Nate Bihldorff

## Package/Manual

Ross Hirai

Marsha Rollinger

Hao-ni Hsieh

Hitomi Ross

## Debug

Naofumi Terazono

Yuuki Tanikawa

Super Mario Club

NOA Product Testing

## Artwork

Fumiyoshi Suetake

Yumiyoshi Mibu

## Special Thanks

Tomoko Ichikawa

NahoKo Ishida

Nintendo EAD

## Executive Producer

Satoru Iwata

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# Notes



## Notes



## Notes

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REV-D

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REV-P

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Please try our website at [www.nintendo.com](http://www.nintendo.com) or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing. In some instances, it may be necessary for you to ship the complete product, **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**, to Nintendo. Please do not send any products to Nintendo without contacting us first.

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Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.